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THE INFINITE LOOP

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Continued on the back cover

CONTENTS

Page 3

Editor

Page 4-9



Homestead

Page 11-14

Drive Ghost

Page 10,15-17& 20

Expo Photos

Page 18-19

Wings Video

Page 21

Amiga Drunks

Page 22

Suburban Life

Editor-in-Chief

OCTOBER 2003

NO TREATS JUST TRICKS ON THE GRAPHIC CONTEST BUT SINCE THE FALL EXPO MY WEBSITE HITS HAVE ALMOST DOUBLED. CORRELATION OR CAUSE AND EFFECT? IT SOUNDS LIKE THE EXPO WAS A SUCCESS AND THAT WINGS WAS THE HIGHLIGHT OR THE MOST TALKED ABOUT DEMO.

RIGHT NOW I AM TRYING OUT THE 64HDD AND DRIVEGHOST SOFTWARE AND MAKING A XE1541 CABLE. ARTICLE IS INSIDE AND WILL CONTINUE INTO NEXT MONTH (NOVEMBER). MAKING A PC BOX A SLAVE IS QUITE INTRIGUING TO ME AND I THINK MANY OF YOU WILL BE INTERESTED BECAUSE IT'S A CHEAP WAY TO HAVE HARD DRIVE ACCESS AND STORAGE FOR THE 64.

I WAS ASKED WHY I PUT E-MAIL FROM HOMESTEAD AND C1 DISCUSSION GROUPS IN THIS PUBLICATION; THE ANSWER IS BECAUSE SOME READERS DO NOT SUBSCRIBE TO THE LISTS NOR CAN THEY VIEW THE PHOTOS LINKED TO THE ARTICLES. NEWS NEEDS TO BE PRINTED AND SPREAD AROUND. SO, WITH A MINIMUM OF EDITING I GIVE YOU SOME RAW NEWS FROM THE HOMESTEAD LIST AND SOME PHOTOS FROM THE EXPO. I WAS WILLING TO PAY FOR EXCLUSIVE PHOTOS FROM THE EXPO BUT BECAUSE OF MY OWN SLOW DELEGATING I HAVE NO ORIGINAL OR EXCLUSIVE PHOTOS.

A NOTE OF SADNESS TO END; IT IS ALWAYS A WONDERMENT TO ME THAT CLUBS AND MEMBERS "SADLY" END THEIR INVOLVEMENT WITH THE 64 AND 128. RON FICK USED TO

TELL ME THAT HIS INTEREST WHERE PURELY ON A HOBBY BASIS AND YET HIS ENERGY WAS FULL BLAST AND THE DENVER GROUP WAS ALIVE. I DON'T PARTICULARLY THINK OF MY COMMODORE INTERESTS AS A HOBBY BUT THINKING ABOUT HOBBIES I MUST ADMIT THAT HOBBIES ARE TIME CONSUMING AND RATHER COSTLY. SO I THINK IT IS INTERESTING THAT SOME MAKE A FINAL STATEMENT OF LEAVING THE COMMODORE COMMUNITY LIKE THEY ARE GETTING A DIVORCE OR LEAVING A LOVER. I DO BELIEVE THIS RELATIONSHIP IS SERIOUS BUT MAYBE WE SHOULD TAKE RON FICK'S ADVICE AND LET IT BE A HOBBY AND LET IT GROW FROM THERE. I WOULD NEVER THINK OF MY WINDOZ PC NOR MY MAC AS A HOBBY. THE PC IS JUST A PAIN IN THE ASS! MAKING IT WORK IS A FULL TIME JOB. WHY IS THE WORLD HOOKED ON ONE SYSTEM? THAT ARGUMENT IS REASON ENOUGH TO PLAY, MESS, TINKER OR CAVORT WITH ANOTHER OPERATING SYSTEM OR COMPUTER PLATFORM!

ALL WORK AND NO PLAY
MAKES JACK A DULL BOY.



Homestead

Homestead mailing list

Homestead@videocam.net.au

[http://lists.videocam.net.au/mailman/
listinfo/homestead](http://lists.videocam.net.au/mailman/listinfo/homestead)

A few weeks ago I experienced a problem using geoList on my C-64 running Wheels with 4 Drives. I sent out a note on the GEOS Millenium Programming List and Todd Elliott offered to take a look at the program to see why it functioned differently under GEOS (with 3 drives) and Wheels (with 4).

Todd has patched the program and told me I could make it available through whatever means. I have uploaded it to the CUE web site (<http://www.edmc.net/cue> - check the download page) and will also be including it on the soon-to-be finished next release of the geoSpecific GEOS PD/Shareware CD.

Included in the geoPacked file on the web site is the patched program, the CA65 source code for the work that Todd did and a doc file for GeoList.

During the process of updating the disk routines to support 4 drives Todd's fix also corrected an annoying problem where the RAM Drive would be mis-identified (RAM 1571, UAM 1571, WAM 1571, etc.) on occasion.

So, the program works great and is a whole lot better than it was before. If you are a GEOS or Wheels user and you want a great program for cataloging your disks check out the newly improved GeoList 2.1.

Many Thanks again Todd!

Bruce Thomas

Protovision's C64 Discussion Forum has recently been relaunched.

Everyone is welcome to discuss Protovision's projects, their own developments, general C64 related topics or whatever else comes to mind! Check it out by visiting <http://www.protovision-online.de> and click [C64 Discussion Forum]. If you managed to get a highscore in one of our games, feel free to post it to the Highscores Forum. While English is the main Forum language, German as accepted as well.

Covert BitOps have released their game Metal Warrior 4 earlier this month. It is the final part of the Metal Warrior series. Ian, the protagonist of the first game thought he had wielded a gun for the last time, but after an otherworldly encounter he is compelled to become an agent to hunt for the hidden truth... You can download this game for free here: <http://covertbitops.c64.org/games/mw4.zip> Incase you are not able to transfer it to C64 disk yourself, you can order the game from Protovision on 1541, 1581 or FD-2000 disk.

Thanks to individual Computers, the Retro Replay cartridge is available again! Additionally, some cases for the Retro Replay cartridge have been manufactured and are available in transparent, blue and black. Even better, the networking card "RR-Net" is now available! This card plugs into the expansion port of the Retro Replay, and allows the C64 to connect to an intranet.

Metal Warrior 4 (2 Euro), the Retro Replay cartridge (55 Euro), RR cases (transparent & black: 5 Euro each, blue: 6 Euro) and RR-Net (50 Euro) can be ordered from Protovision now. A great offer is the RR-Net Bundle (consisting of Retro Replay, RR-Net with Contiki & a transparent case) for only 100 Euro! All prices include shipping within Europe. More information about Metal Warrior 4 and RR-Net will be available at the Protovision Homepage now.

Milo aka MacGyver/DMAgic/Protovision
c64.sk - C=64 Open News Portal
<http://www.c64.sk>

Protovision - Latest C=64 Hard- and Software
<http://www.protovision-online.de>

The C64 Scene Database - Explore the world of the C64 scene
<http://noname.c64.org/csdb>

Hello, CBM Homesteaders...

Just when one doesn't think there's much

activity ongoing in the Commodore computing scene, there's plenty simmering below the surface, and occasionally, some endeavors bubble up and burst forth. Here it is...

Werner Weicht has updated geoZIP with a couple of minor improvements, most notably allowing geoZIP the ability to include date/time stamping during the zipping process.

For those who do not know what geoZIP is about, it is a Wheels (GEOS) OS application that can enable the user to create zip archives and as well as dearchive the contents of such zip archives. GZip archives are supported in unzipping. This is all done within the comfort of a GEOS UI. geoZIP does require a SuperCPU with at least a 1Mb SuperRAM card.

For more information on geoZIP v0.9 and where to download it, check Pasi Ojala's site at: <http://www.cs.tut.fi/~albert/Dev/geoZip/>

Enjoy.

-- Todd Elliott

On Wed, 15 Oct 2003, Arndt Dettke wrote: *What is that? C=64 based motion video? From within the machine? I'd really really like to know more about that!*

Yes, on Saturday afternoon at the SWRAP Expo in Chicago, Greg Nacu gave his demonstration of the latest for WiNGs, the multi-tasking OS for the Commodore with the SuperCPU. He talked about the latest improvements for the WiNGs e-mail client, but then he saved the best for last. He wowed the crowd with Video Viewer/

Player for WiNGs. First he loaded up Stick Fighter 3 into a window on the desktop. The black-and-white animation ran for quite a while, moving very smoothly and playing music in the background. I'll have to review my videotape of the his demonstration, but I believe he said that it was running at 15 frames per second.

He closed that window and opened up another window in which he ran a movie preview trailer of X-Men 2, in black-and-white, at 10 frames per second, and with sound from the trailer (though unsynched).

A few minutes later, after that movie preview was finished, he presented the showstopper. He again ran Stick Fighter 3 in a window; as it was playing, he smoothly shrank the window and moved it to the left side of the screen (the video continued to display and run as the window was modified and moved). He again ran the X-Men 2 trailer in a different window, also shrinking the window and moving it to the right side (the video continuing uninterrupted as the window was modified and moved). There it was... 2 different videos playing at the same time, sound coming from X-Men, no apparent slow-down in the frame rate, no glitches, windows able to be moved and resized smoothly! And then he clicked over to check his e-mail and then clicked back to check on the progression of the two videos! True multitasking! This was a real crowd-pleaser with plenty of applause coming from all the attendees!

Greg mentioned that he'll put these videos and more at his website. Another attendee shouted that he'll have to worry about the Motion Picture Association (MPAA) coming him after for copyright infringement. Everybody laughed... yeah, the movie police coming after our Commodores.

I was really impressed. I want the Star Trek movie trailers in WiNGs video format now!

For more on the specifics of the format, go to Greg Nacu's notes at <http://www.king.igs.net/~billnacu/wings/developers.html>

Truly,
Robert Bernardo

From: Dave Ross
<watsonc64@comcast.net>
Subject: Re: the expo

At 01:20 AM 10/19/2003 +0300, you wrote:

Hm, quite some days passed since the expo finished but nobody posted any news or any 'big' review about it.

I was on Swrap site but that review was very inconsistent. I only know about Greg's presentation. Anyway, did something else happend there except this?

I didn't get to see a lot of stuff, but I was there with my Playstation controller adapter and a dance pad. But, I forgot my Arrow Busters disk, so I couldn't show that off. Instead I hooked up a regular Playstation controller and booted Metal Warrior 4 off of my hard drive.

Someone (Joe Paulumbo, I think?) had a really rare light rifle made for the VIC-20 and C64, and the software to go with it. This was a kind of neat demonstration, and a great opportunity for some photos of Greg the sharpshooter.

You've probably heard enough about Greg's demo already

Mark Seelye (or was it Robin Harbron?) showed off a C64 version of "RSVP", and old card game that recently was converted to Shockwave before the C64 port.

Dave Moorman talked a bit about the Loadstar Tower and followed it up with a very convincing sales pitch.

Dale Sidebottom showed off the power supply available from Commodore Scene, and a small Linux box that can interface between a Commodore and a modern, cheap (and non-Postscript) inkjet printer.

Leif Bloomquist and Jeff Ledger showed off a VB application on the PC for providing telnet access to a BBS, and Oliver Vie Brooks (Six of DLOC) gave a brief speech about his BBS.

Robert Schwuchow (SWRAP secretary) showed off a .BMP viewer and some halftoned images that looked good up close, but damn near photo-quality from across the room.

Sorry I'm so light on details, I ended up missing a lot of the demos, and I'm hoping some kind soul out there wouldn't mind copying their video of it (I saw a couple people with cameras).

Anyone I missed?

>>A lot of people is asking news about

The logo features the Commodore logo (a stylized 'C' with a horizontal bar) in blue and red, followed by the word 'commodore' in a bold, sans-serif font. Below this, the words 'Central Market' are written in a large, blue, serif font.

commodore
Central Market

The logo consists of a stylized, circular graphic that resembles a camera lens or a video camera, rendered in a dark, metallic style.

Brought to you by:
VideoCam Services / VCSWEB

Maurice. Any news about Wheels SC? C=1?

Maurice seemed to be enjoying the chance to sit back and take in the sights. I hope this trip was a much-needed break from his work.

Jeri was there with the C-1. There didn't seem to be much "news" about the C-1, other than the fact that it's inching closer & closer to being sales-worthy. Like Maurice, Jeri really seemed to be enjoying herself.

Ever since September 13, we've been in talks with Anthony, co-owner of Ground Kontrol in Portland, about having the first ever Commodore party in the Pacific Northwest. And now, the party is a "go"!

Micro-Palooza, the C= party, is Tuesday, December 30 from 2 p.m. to 9 p.m. at Ground Kontrol, 610 SW 12th Avenue, in downtown Portland, Oregon, USA. (Anthony says that if people are having a good time, then the party can go longer than 9 p.m..) Ground Kontrol is a retro-arcade establishment with all the good games from the past, like PacMan, Tempest, Star Trek pinball, etc.. <http://www.groundkontrol.com>

Anthony has agreed for us to set up some Commodore computers there and to invite computer bands to play music on the mini-stage. So far, Seth Sternberger's 8Bit Weapon, a C= band; and GO XY,

another 8-bit band, have expressed interest in playing at the party.

In attendance will be myself, Dave Moorman of Loadstar disk magazine, Jeri Ellsworth of CommodoreOne fame, and possibly, Dale Luck, Amiga programmer most famous for the Boing Demo. The following C= groups which have responded positively to the party are: the Amiga/Commodore User Group of Astoria, Oregon; the University Place Commodore Home User Group of Tacoma, Washington; and the Commodore User Association of Medford, Oregon.

Of course, the public -- those who walk in through the door -- will be welcome to use our Commodores as they go in to play with the arcade machines.

The party will be a relaxed affair -- just playing C= games, eating pizza, drinking soda, listening to music, and lots of talk.

Come and celebrate the holidays with us!
Come to Micro-Palooza!

Truly,
Robert Bernardo

Ron-van Schaik writes:
Hello all C= fans.

There are two photo pages of our last C= show (October 18) with flea market at <http://commodore-gg.hobby.nl/>

Also there are two new press articles (in Dutch) at: <http://commodore-gg.hobby.nl/persber.htm>

We'll go on organizing shows and special activities and will keep the scene alive! We are present at the greatest computer stock exchange in the Benelux -- HCC dagen from 18 'til 30 November, Utrecht, Holland (last year 105,000 visitors!), and we will organize a special Christmas C= show on December 20. We will keep you informed on our website.

From: Gaeleyn Casson
Subject: The end of a great time

G'day Folks,

I received this Email about the Melbourne C= Computer Club today. Very sad news for Australians as this was the largest C= group in the country.

-----Forwarded Message-----

From: Ivan Blitz
<ivanblitz@dodo.com.au>
Subject: The end of a great time
Date: 28 Oct 2003 12:09:00 +1100

Hello All,

I am sending this to you to let you know exactly what is happening to the Melbourne Commodore Computer club Inc in Australia. We are winding down our club and we at this stage will produce our

last newsletter in February 2004 due to the club finding along with many others of the past a decline in new members and age is taking its toll on the club membership and it is being helped along with some members swinging over to that other computer.

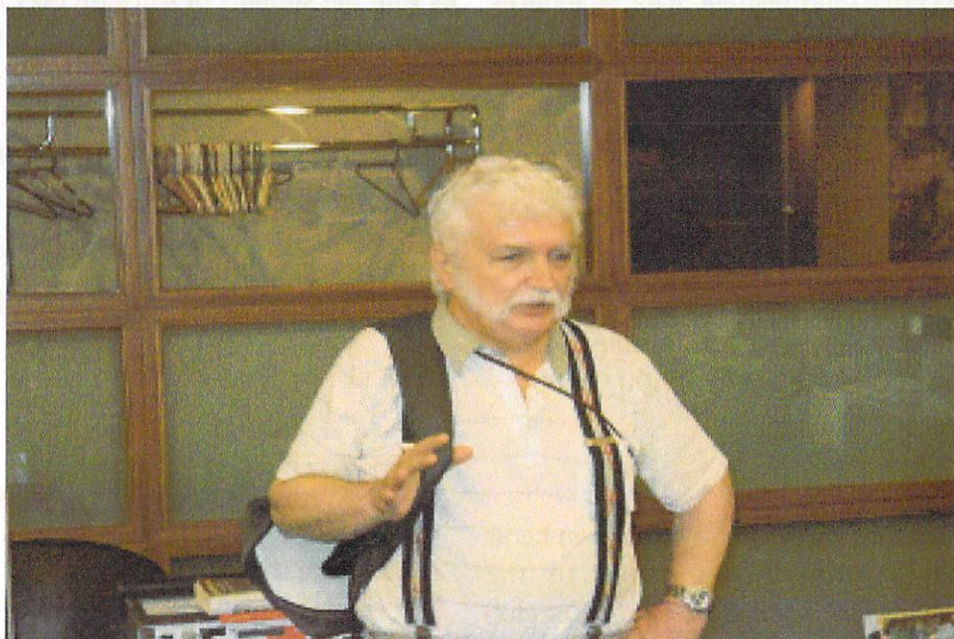
Its a bit sad to think that we will close our doors after 22 years of Commodore support. We cannot find local member to take over the committee positions and those that have been in these positions are going rusty and finding it takes longer to do things and without the support of eager members helping with all the chores that go with running a club.

I would on behalf of all the members like to thank all those that have exchanged newsletters, ideas and suggestions. Also to those that have contributed so much to us with the support of software over the years. A great big thankyou to all the users across the world that have been involved with us over the years whether it be large or small, it has been a big supporting help for us in Australia.

All the best to all and please take care,
Ivan Blitz. President of MCCC Australia.

COMMODORE
MAILINK
THE NEWSLETTER OF MEETING
64/128 USERS THROUGH THE MAIL





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DRIVEGHOST is a tool for "imaging" or "ghosting" the contents and structure of CMD drives. Drive ghosting is far more than a backup - it is a complete track and sector accurate method of copying data and ensuring that systems, not just files, can be restored at a later date. Pro-

DRIVEGHOST images the contents and structure of your CMD HD, FD or RAMLINK to special files o can be kept on this PC or burnt to CDROM for a more permanent backup. DRIVEGHOST offers the flexibility of a complete backup/restore, user selected partitions, or the ability to import individual partitions to new drives or locations. It even lets you import D64 files downloaded from the internet or from archives onto you CMD drive.

- i Complete backup solution for CMD drive users - HD, FD or RAMLINK
- ii Uses imaging so as to capture

- all disk data - not just the files
- iii Simple, intuitive point and click user interface
- iv Runs unsupervised once started
- v Works with freeware and Professional versions of 64HDD using the popular X1541 cable
- vi Image files stored in PC format and can be transferred to CDROM

Ideal for:

- Backups
- Restoration
- Drive mechanism upgrades
- Data exchange
- Installing D64 files
- Shuffling partitions around
- and more...
- Version 1.03 includes:
- Standard serial mode
- Fast-Serial restore backup/restore Introduction.

DRIVEGHOST is a unique backup tool available to the Commodore 64 user. It's powerful, yet easy to use. A graphical user interface allows easy selection of 64HDD and CMD drives, tagging of partitions to backup or restore, and navigation of your 64HDD archives.

DRIVEGHOST will work with 64HDD core version v0.7a4 (or better) - freeware or Professional versions. 64HDD is a MSDOS PC

based emulation program that allows 8-bit Commodore computers to access the power of PC drives via the popular X1541 compatible cable. To find out more about 64HDD, refer to the separate user manual or the website. A copy of the current freeware version of 64HDD is included with your distribution of DRIVEGHOST.

Preview this document for more info: DRIVEGHOST User Manual (150kb, PDF) | Download demo (12kb, PRG, no actual BACKUP or RESTORE done)

DRIVEGHOST retails for US\$24.95 including Bootable Software Disk, 64HDD (latest freeware) and booklet. Price includes worldwide postage, and free upgrades for the life of v1.xx. To order your copy either email DRIVEGHOST with your name, postal address and preferred payment method or use the PayPal payment buttons below. I accept PayPal, US or EURO Cash, or Direct Deposit (if in Australia).
DRIVEGHOST64 (US\$24.95 including postage) DRIVEGHOST64 and XE1541 cable (US\$44.95 including postage) DRIVEGHOST64 and Pwr/XE-Lite cable (US\$54.95 including postage) Credit cards accepted via PayPal.

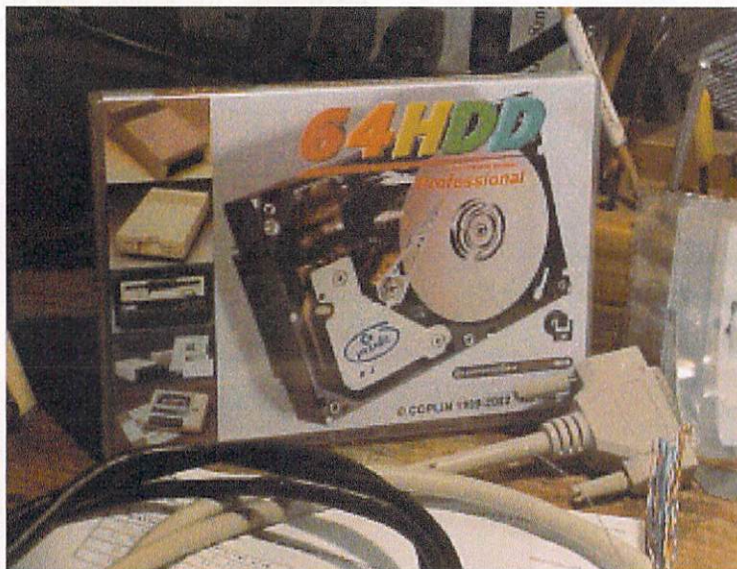
Notice: All projects are available

on a user beware basis. Though I have successfully got these projects to work, old Commodore equipment can easily be damaged and so I can only offer my commiserations if you blow things up! The unique project ideas, software and hardware described on this website remain the proped.

DriveGhost has been updated to v1.03; reply to this email if you would like the updated files (indicat-

archive) and another version which supports parallel transfers for backup/restore functions (requires the Pwr/XE cable and a bi-directional LPT port on your PC).

As an example of the speed up, it now takes longer to write to the CMD device, then it does to PwrLoad the data from 64HDD. A 1581 partition used to take ~35mins to restore to a RAMLINK, with the Pwr/XE cable its ~10mins. D64 partitions



ing also whether you are a 64HDD freeware or professional user).

The main improvement in the upgrade is the addition of a version with fast-serial restore (standard XE1541 cable, but speeds up the restoration of data from a 64HDD

restore/import in ~3mins with Pwr/Xe!

The updated manual can be downloaded from the DriveGhost webpage:

www.64hdd.com/driveghost/

Enjoy!
Nick



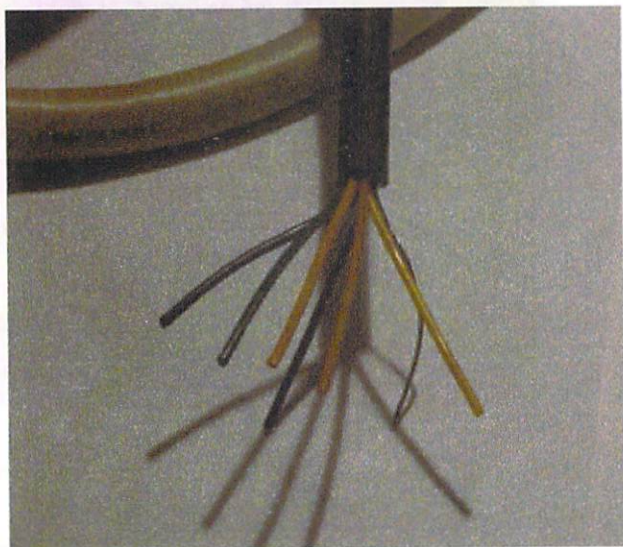
Tools and wire and cables... Scary!!

This will be the first part of a series of my experience with Driveghost and building a XE1541 (diode protected) cable. Depending on how well this goes will dictate how long the series will be but I am sure it will be two parts maximum.

The packaging, purchase and manuals all get four stars. Since I have not actually hooked up my home made cable I can't tell you how that rates. I'm not optimistic about the cable since I usually have to make a couple of repairs on projects like this. Lets say I'm in the middle when it comes to actual soldering and cabling. I've done all right but I have burned up a couple of things in the past. Lets say right off, good cables are made by

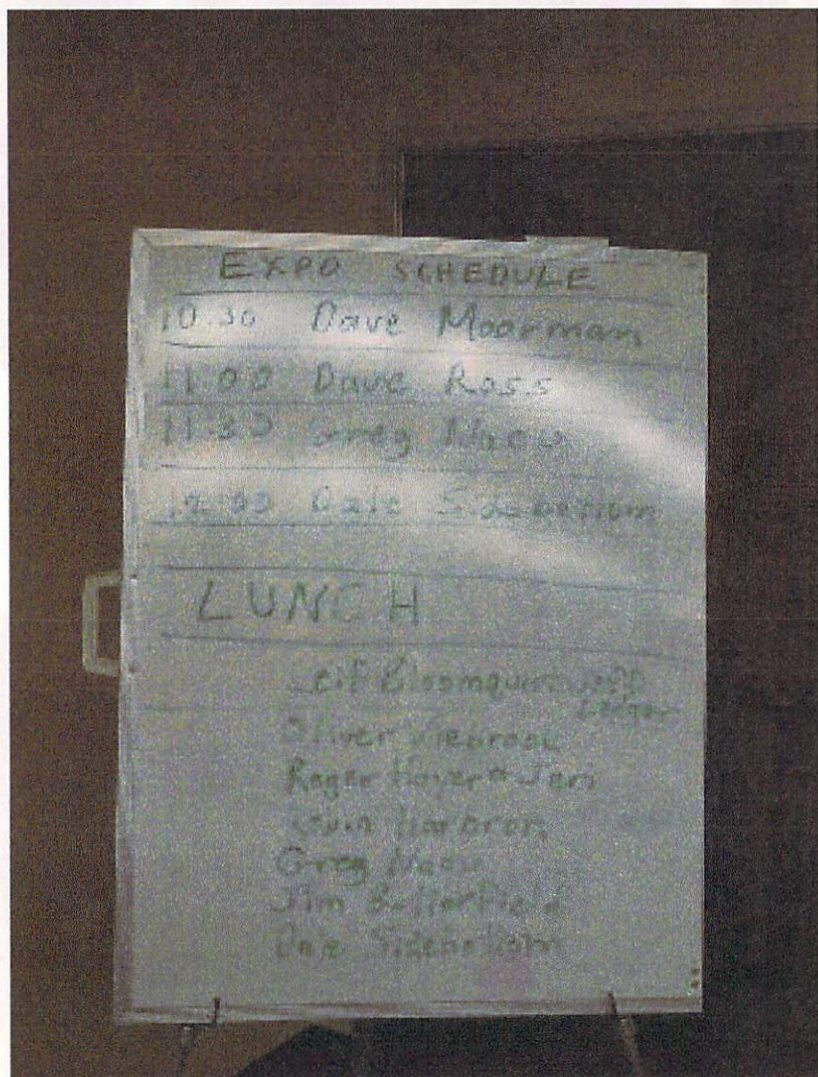
competent people and I highly recommend that you purchase cables and so forth from them. Making a cable took me most of the afternoon and I think it is well worth the money to have someone else do the dirty work. As you can see by the photos that the wiring alone is

distressing. You should keep track of the wire colors and which pin number they correspond to. In the end, I have a not so attractive bundle of wires and solder and

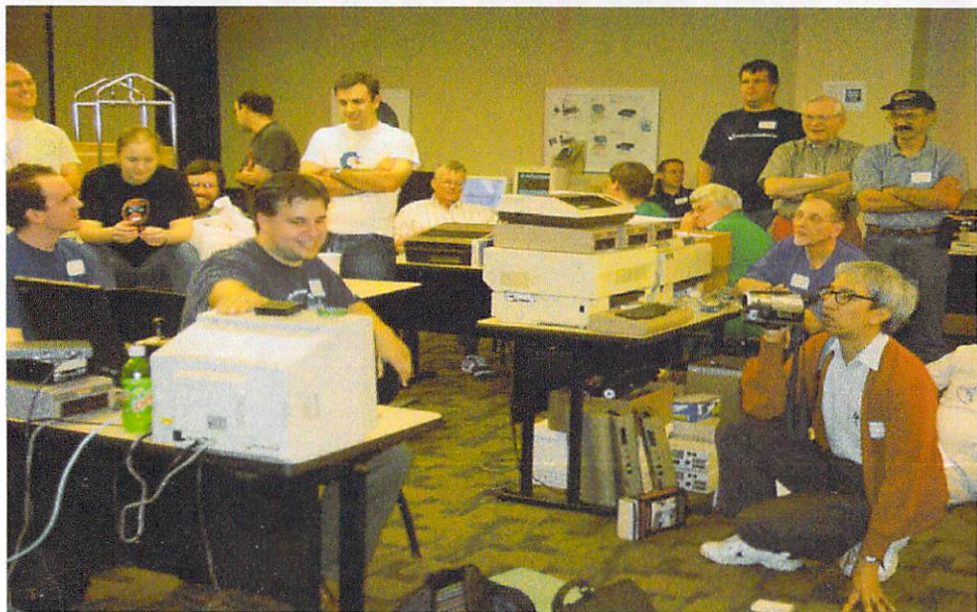


tape. After this experiment I will purchase a cable and that will be addressed in the later part of this series. So, let this be the introduction and I'll let the photos do the talking. Until next time.

HALLOWEEN TRICKS & TREATS

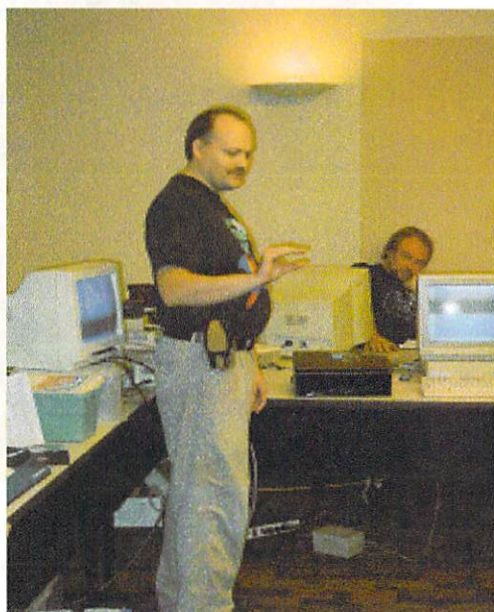


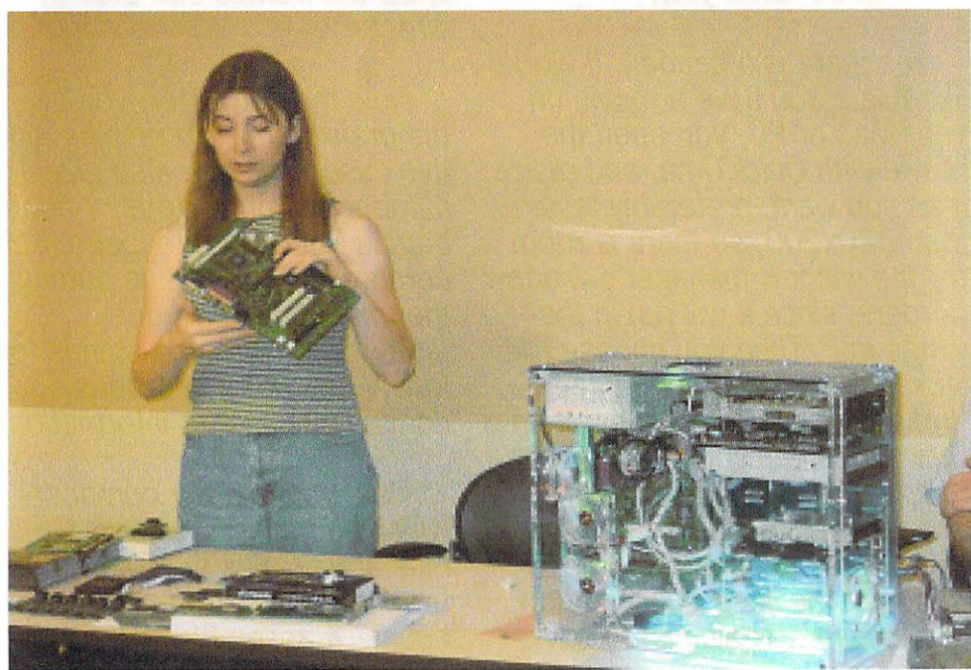
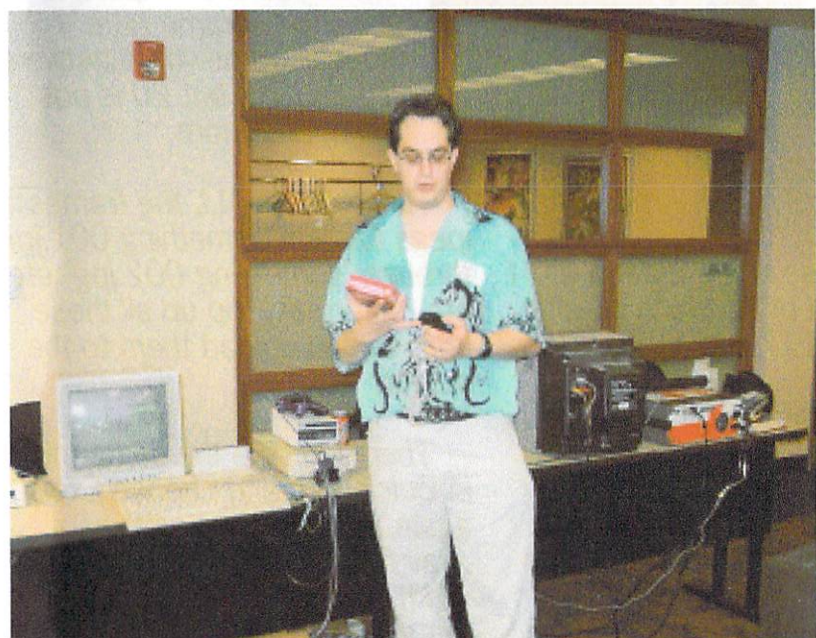
Photos thanks to Leif Bloomquist of
Negative Format TelBBS



Photos Taken From The SWRAP Web Site

Thanks







On Wednesday, October 15, 2003, at 12:37 PM, Arndt Dettke wrote:

But I don't use a flag byte at all. I use a signed byte. which results in between -127 and 128.

Good. This is "true" RLE.

Oh Good. I'm using True RLE.

Are there any headers and so on in these files? (I ask because I'd like to do a GoDot saver/loader for this format to support the movie player (a little bit). Has it got a good name yet?)

Yes there is a header. It works like this... You have a movie on your Mac or PC, you open the movie with QuickTime, and resize it as you want, preferably less than 320x200, so there is room for the window manager's window borders, since it will run in the wings gui. Then you choose File->Export, and then you specify "Image sequence" This pops up a dialog that lets you choose the image format. I choose Jpeg, and Usually grey scale jpeg just to save me the download time, and I put the Jpeg quality at low to medium... again just to save

the download time. Then When you click export, it asks for a frame rate. I specify somewhere between 10 and 15, but 20 is possible, and more.

This exports ALL the frames as jpegs named "something 001.jpg" through "something 002.jpg" etc. etc. I normally Zip up all these images and upload them to the server.

Then you take the same movie in QuickTime and choose Export again, but this time save as a .wav file... a nice quality is 8bit 11khz mono. Then upload this to the server.

Then I download them both and unzip the frames into their own directory.

Now the converter, you give the prefix name "something" (in this case), and you also give it the number of frames total. And it begins Decoding the jpegs, RLE compressing them and putting them into a file called "something.rvd" .rvd stands for Raw Video Data, and does not contain any header information.

Next you use the composer, which you specify an RVD file, plus a Wav, plus the frame rate, frame dimensions, and frame count. It assembles all of this into a single movie file with the

audio embedded and a header on top.

The header format is as follows (in C) :

```
typedef struct mheader_s {  
    //Media ID Characters; Should  
    be WMOV  
    char id[4];           //4 bytes  
  
    //Video Details  
    ulong framecount;    //4 bytes  
    uint xsize;          //2 bytes  
    uint ysize;          //2 bytes
```

wavheader included is embedded immediately following the end of the header, and the length specified in the movie header includes the wavheader and the wavdata. Similarly if there are sidbytes specified. As it stands, the video composer will not allow you to create a movie with both sid and wav audio. And besides which, sid audio isn't quite supported yet. But it will be soon. I may change the header format slightly in the coming months. There are a couple of other things I'd like to



```
int framerate;          //2 bytes
```

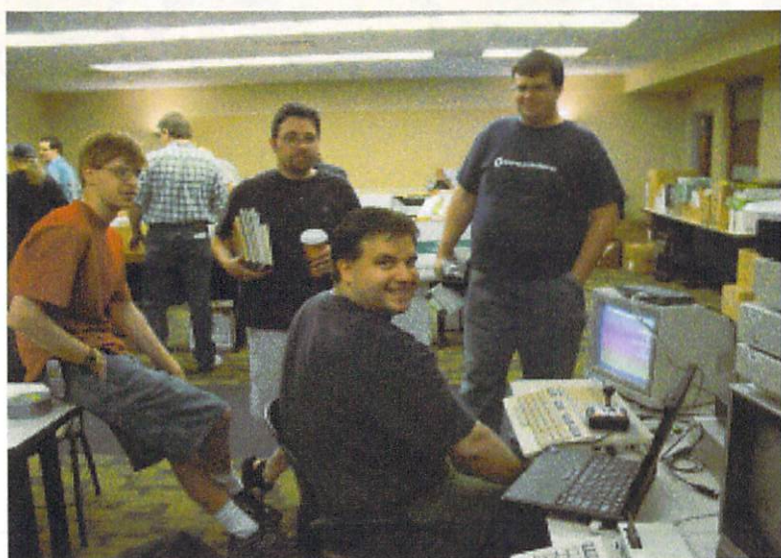
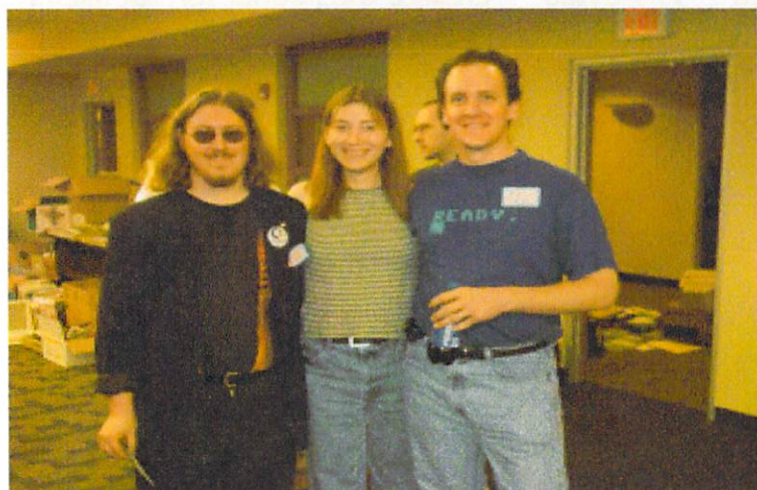
support.

```
//Audio Details  
long wavbytes;          //4 bytes  
long sidbytes;          //4 bytes  
} mheader;
```

Hope that's helpful!

Greg.

If the wavbytes are greater than 0, then the complete wav,



As I was searching for information on the CommodoreOne, I found a few, more photos from the July AmiWest Show 2003 held in Sacramento, California.



Jens Schönfeld?

This time the photos show off the activities (!) of the Saturday night party that came after the banquet. Go to

<http://www.amigadrunks.com>



After being informed of this page, Jeri Ellsworth joked, "Someone must have spiked my [Mountain] Dew."

Robert Bernardo
Fresno Commodore
User Group <http://videocam.net.au/fcug>



Westchester

Suburban Life

\$1

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September 20-21, 2003

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Commodore computer users can gather during Expo 2003

Southwest Regional Association of Programmers, the Chicago area's only user group still actively supporting classic Commodore computers, will sponsor the Fall Commodore Expo 2003 on Saturday, Oct. 11.

The event will be held from 9 a.m. to 7:30 p.m. at Heron Point Corporate Center (next to Quality Inn and Suites) in Lombard. Admission is \$10 per family. Demonstrations of the latest hardware and software available to Commodore users; vendors with new and used items; raffles; and guest speakers will be included.

Many of today's young computer professionals grew up using early home computers like the Commodore 64. The flagship of Commodore Business Machines' home computer line, the Commodore 64, debuted in 1982 and featured a 1MHz processor and 64 kilobytes of memory. An optional floppy disk

drive, model 1541, also was available.

Commodore produced 64s and accessories until 1993, and ingenious users have carried the machine forward into the 21st century with accelerators, hard disk drives, graphical user interfaces, network adapters and more. The Guinness Book of World Records lists the Commodore 64 as the best selling single model of computer, with an estimated 30 million units sold.

SWRAP was founded in 1983 to support Commodore computer users on Chicago's southwest side. The group now supports users from all over the city and surrounding areas.

Meetings are held on the second Sunday of each month at the East Side Bible Church in Chicago. The group meets monthly and hosts programming seminars throughout the year and an annual Fall Commodore Expo.

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